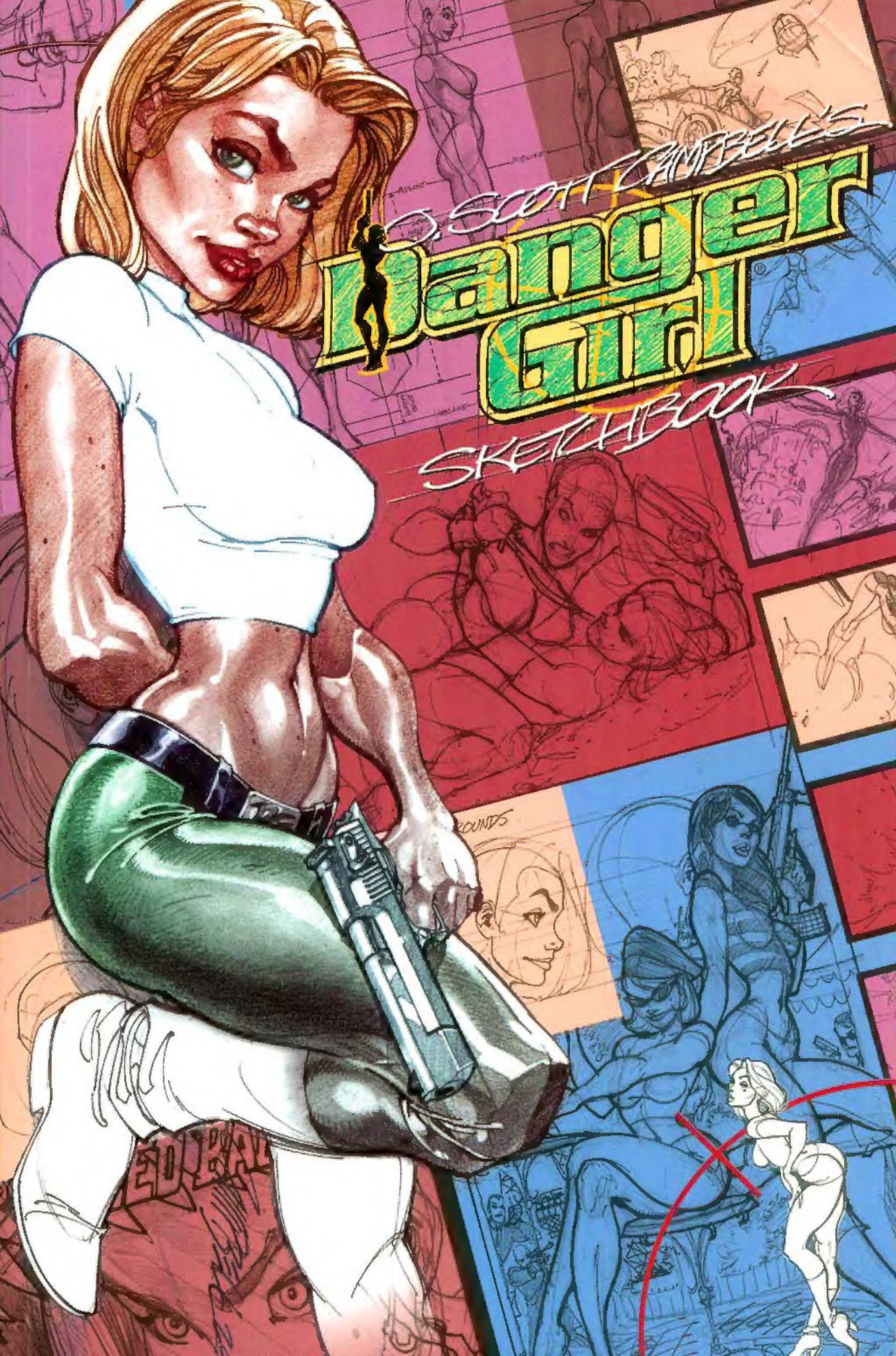
J. SCOTT CAMPBELL'S
Danger Girl
SKETCHBOOK

SCOTT CAMPBELL'S Danger Girl SKETCHBOOK

J. SCOTT CAMPBELL
ART/CONCEPT/COMMENTARY

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OF COMICRAFT
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DANGER GIRL LOGO DESIGNED BY
TOBIAS QUECK AND J. SCOTT CAMPBELL

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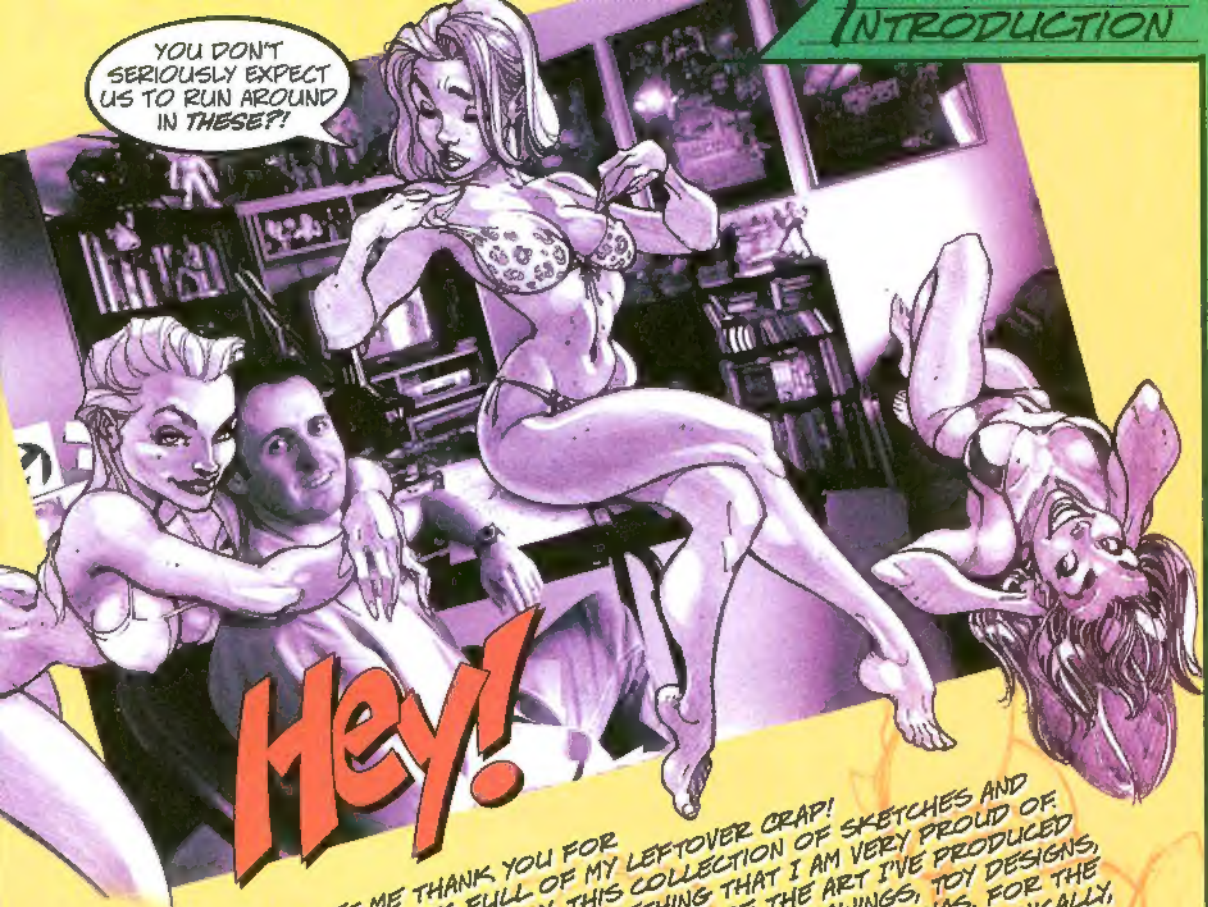


FIRST OFF, LET ME THANK YOU FOR BUYING A $6.95 BOOK FULL OF MY LEFTOVER CRAP! HEH HEH, JUST KIDDING. ACTUALLY, THIS COLLECTION OF SKETCHES AND DRAWINGS HAS TURNED OUT TO BE SOMETHING THAT I AM VERY PROUD OF. YOU SEE, DURING THE PAST FEW YEARS, MUCH OF THE ART I'VE PRODUCED FOR **DANGER GIRL**, SUCH AS CHARACTER CONCEPT DRAWINGS, TOY DESIGNS, VIDEO GAME ILLUSTRATIONS, AND JUST PLAIN OLD SKETCHING, HAS, FOR THE MOST PART, EITHER NEVER BEEN PUBLISHED OR ONLY RARELY SEEN. IRONICALLY, MANY OF THESE DRAWINGS ARE SOME OF MY ABSOLUTE FAVORITES.

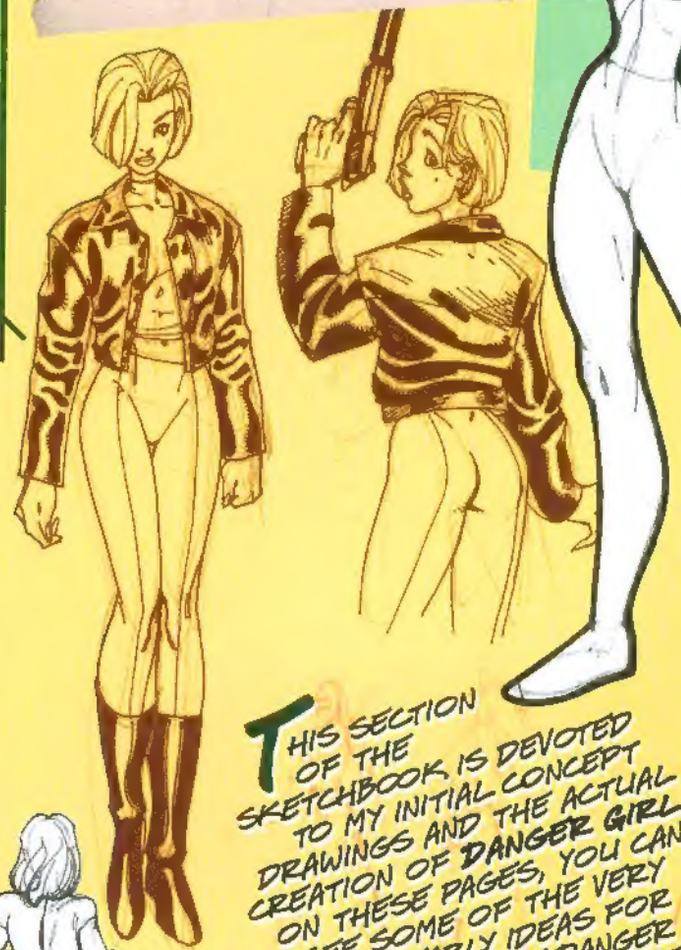
I'VE BEEN FORTUNATE TO HAVE WORKED WITH SOME OF THE MOST TALENTED INKERS AND COLORISTS IN THE BUSINESS, BUT SKETCHING, CREATING NEW CHARACTERS, EXPERIMENTING WITH MY OWN STYLE, AS WELL AS OTHER ILLUSTRATION MEDIUMS, HAS ALWAYS BEEN THE MOST EXCITING PART OF DRAWING TO ME. THIS BOOK REPRESENTS A RARE OPPORTUNITY FOR ME TO SHOW OFF SOME OF MY PENCILING AND ILLUSTRATION WORK WITHOUT THE FILTERING OF A COLLABORATOR. AND WHILE DRAWING SEQUENTIAL COMIC BOOK WORK IS TREMENDOUSLY REWARDING, IT INVOLVES A DISCIPLINE, A RIGIDNESS THAT JUST DOESN'T EXIST WHEN YOU'RE DRAWING SPONTANEOUSLY IN A SKETCHBOOK. YOU CAN CHANGE YOUR OWN RULES, LEAVE A DRAWING UNFINISHED IF YOU WANT TO, AVOID BACKGROUNDS OR EVEN COMPLETELY CHANGE YOUR STYLE FROM PAGE TO PAGE.

HOPEFULLY THAT'S WHAT YOU'LL SEE THROUGHOUT THIS BOOK. NOTHING ELSE INSPIRES ME TO DRAW AS MUCH AS ANOTHER ARTIST'S SKETCH BOOK. TO SEE THEIR EXPERIMENTS, THEIR FLIRTATIONS WITH VARYING STYLES, EVEN THE POSSIBILITY OF AN ILLUSTRATION GOING IN A DOZEN DIFFERENT DIRECTIONS. LOOKING AT THESE DRAWINGS IN THEIR RAWEST AND SIMPLEST FORMS HAS ALWAYS TAUGHT ME SO MUCH, AND ENCOURAGED ME TO PICK UP A PENCIL AND DRAW.

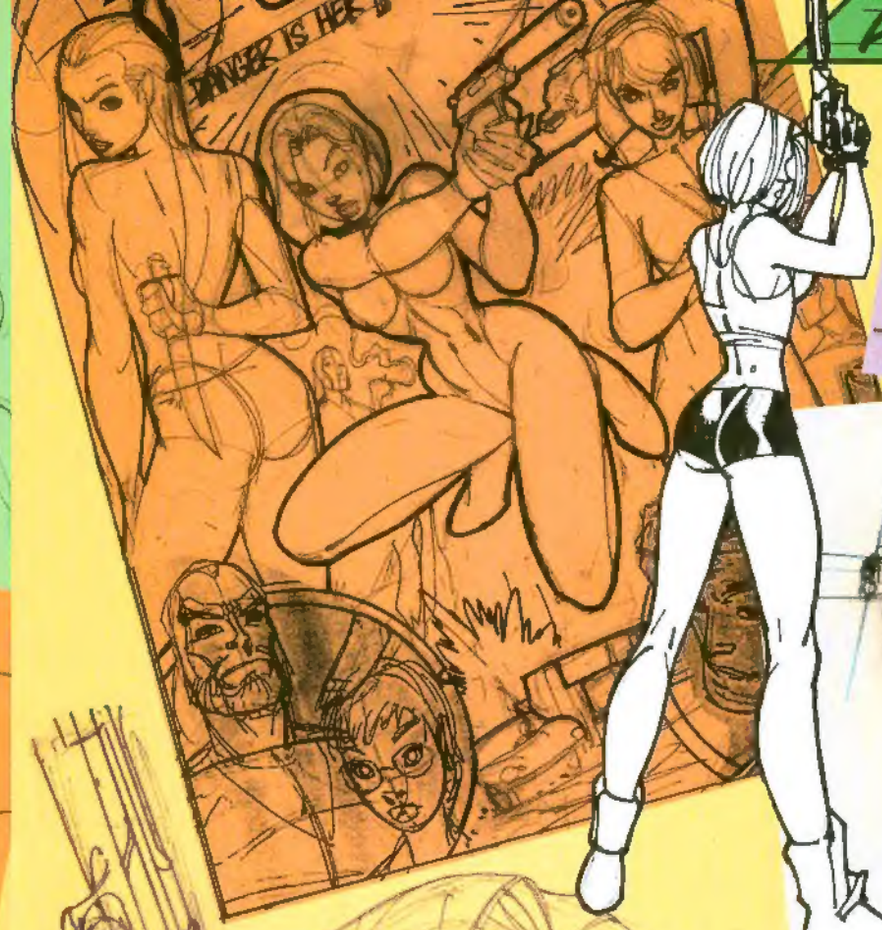
LAYING OUT THIS BOOK, I'VE BEEN REMINDED OF JUST HOW MUCH FUN IT WAS SITTING DOWN AND DRAWING ALL THESE BITS AND PIECES OVER THE LAST FOUR YEARS OR SO. I HOPE THAT SOME ASPIRING ARTIST OUT THERE COMES AWAY FROM THIS BOOK WITH THEIR OWN CREATIVE URGE SPARKED TO PICK UP A PENCIL AND CREATE SOMETHING COOL.

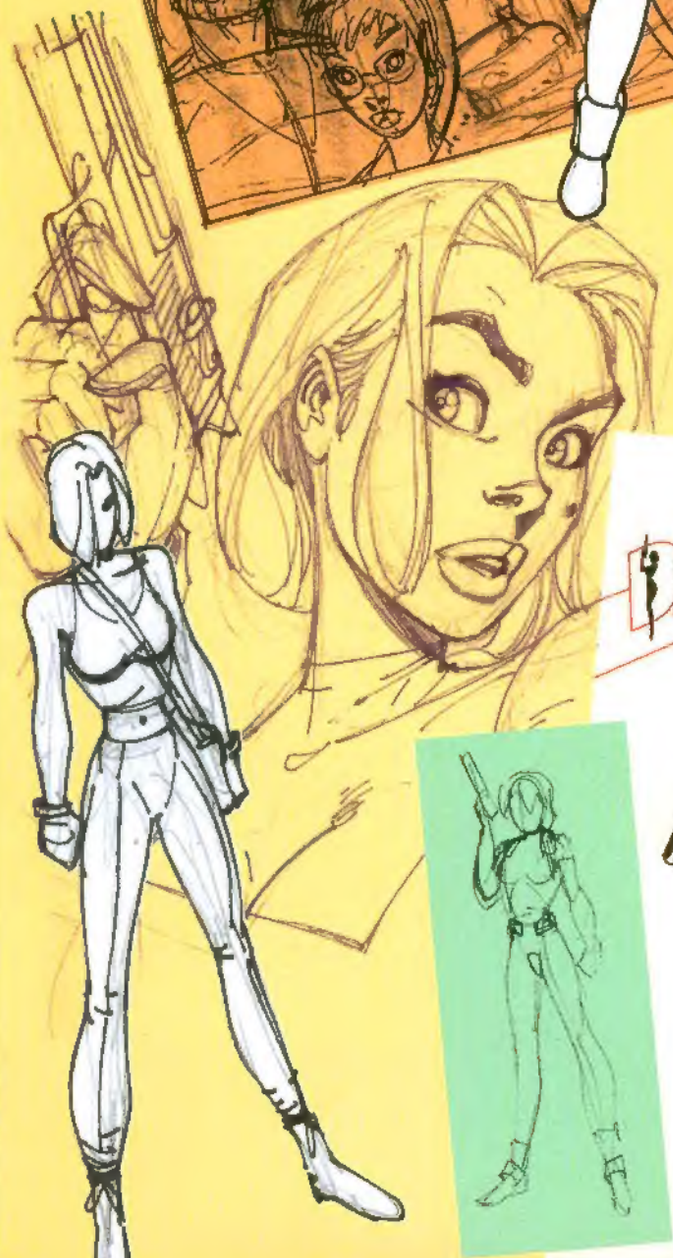
J. Scott Campbell

PHOTO BY GREG PRESTON



THIS SECTION OF THE SKETCHBOOK, IS DEVOTED TO MY INITIAL CONCEPT DRAWINGS AND THE ACTUAL CREATION OF **DANGER GIRL**. ON THESE PAGES, YOU CAN SEE SOME OF THE VERY ROUGH EARLY IDEAS FOR MEMBERS OF THE DANGER GIRL TEAM. I THINK AT ONE POINT THE TEAM WAS GOING TO BE COMPRISED OF **SIX** GIRLS BUT WE DECIDED THAT IT WAS PROBABLY TOO "SPICE GIRLS!"





NATALIA

SYDNEY · VALERIE

SILICON VALLEY

IN THIS SPREAD YOU CAN SEE HOW THE PROCESS OF DESIGNING DANGER GIRLS NATALIA KASSLE, SYDNEY SAVAGE AND OF COURSE VALERIE CAME TO BE. NOTICE THE "COWGIRL" LOOK THAT NEVER QUITE GELLED WITH ANY OF THE FINAL CHARACTERS.

DANGER GIRL SKETCHBOOK

DANGER GIRL SKETCHBOOK

THE BARRACUDA

JOHNNY BARRACUDA

AGENT O

HERE YOU CAN SEE SOME OF THE VERY EARLY DRAWINGS OF THE SUPPORTING MALE CAST OF HEROES IN DANGER GIRL, JOHNNY BARRACUDA, SECRET AGENT ZERO AND DEUCE.

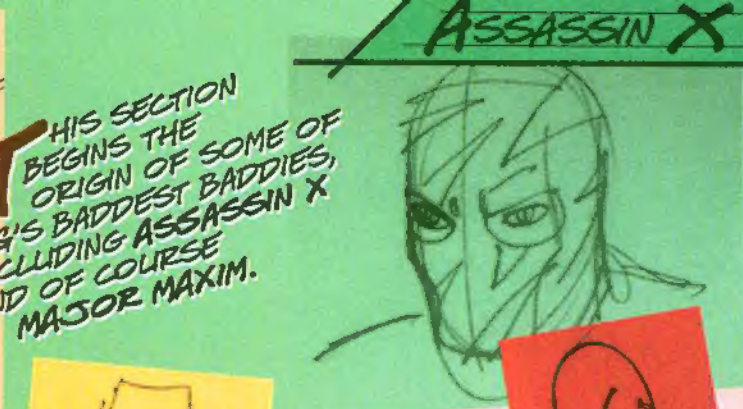
DANGER BOY'S GILHOUETTE

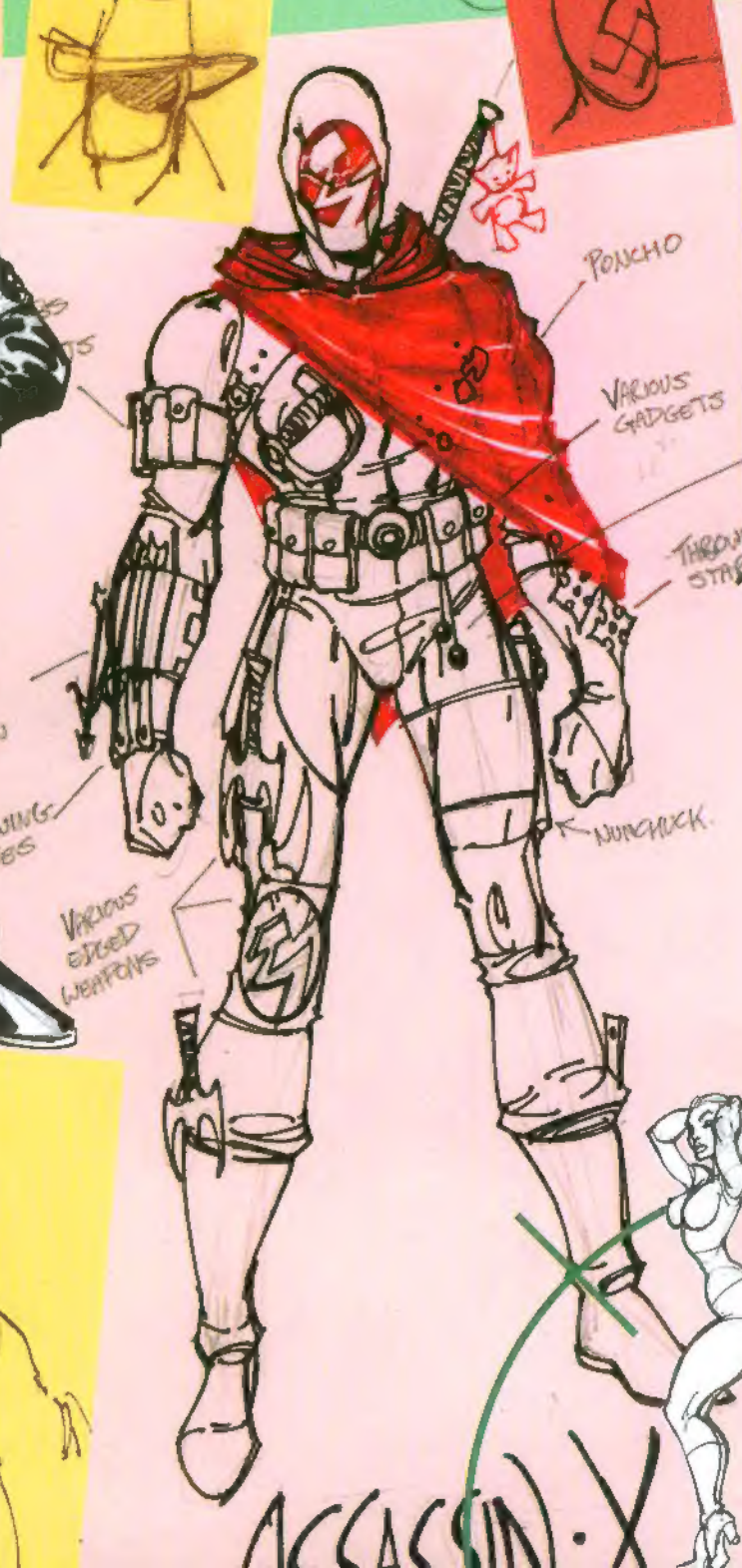
A MORE RECENT, AND SOMEWHAT "REALISTIC" LOOKING DRAWING OF JUNIOR DG VAL. THIS IS A FAVORITE DRAWING OF MINE!

DEUCE IS BACK...

...AND HE'S PISSED!

THIS SECTION BEGINS THE ORIGIN OF SOME OF DG'S BADDEST BADDIES, INCLUDING ASSASSIN X AND OF COURSE MAJOR MAXIM.





KANE

THIS SPREAD CENTERS AROUND THE HAMMER ARMY AND THE UNIQUE ASSORTMENT OF UNIFORMS DESIGNED FOR THEIR DIFFERENT SPECIALTIES AND MILITARY RANKS. YOU'LL ALSO NOTICE A FEW CHARACTERS THAT NEVER MADE IT INTO THE PAGES OF DG! SUCH AS THE SLEDGEHAMMER WIELDING KANE AND THE HOODED MYSTERY MAN WITH A TATTOO ON HIS CHEST.

HAMMER ARMY

DANGER GIRL SKETCHBOOK

- LOTS OF BLACK, GOLD + JEWELS.

FUHRER · EVIL NATALIA · DR VON KRIPPLO

THIS PAGE SHOWS SOME VERY EARLY DRAWINGS OF HIGH-RANKING HAMMER HEAVIES DR. KHARNOV VON KRIPPLOR, "EVIL" NATALIA, AND THE HAMMER HIGH FUHRER.

OTHER VILLAINS

AN ARRAY OF DG'S OTHER QUIRKY VILLAINS...

AN ASSORTMENT OF DIFFERENT SKETCHES AND LAYOUTS RELATING SPECIFICALLY TO THE DG COMIC.

IDEAS FOR THE DG "D" LOGO SILHOUETTE FIGURE.

THE COMICS

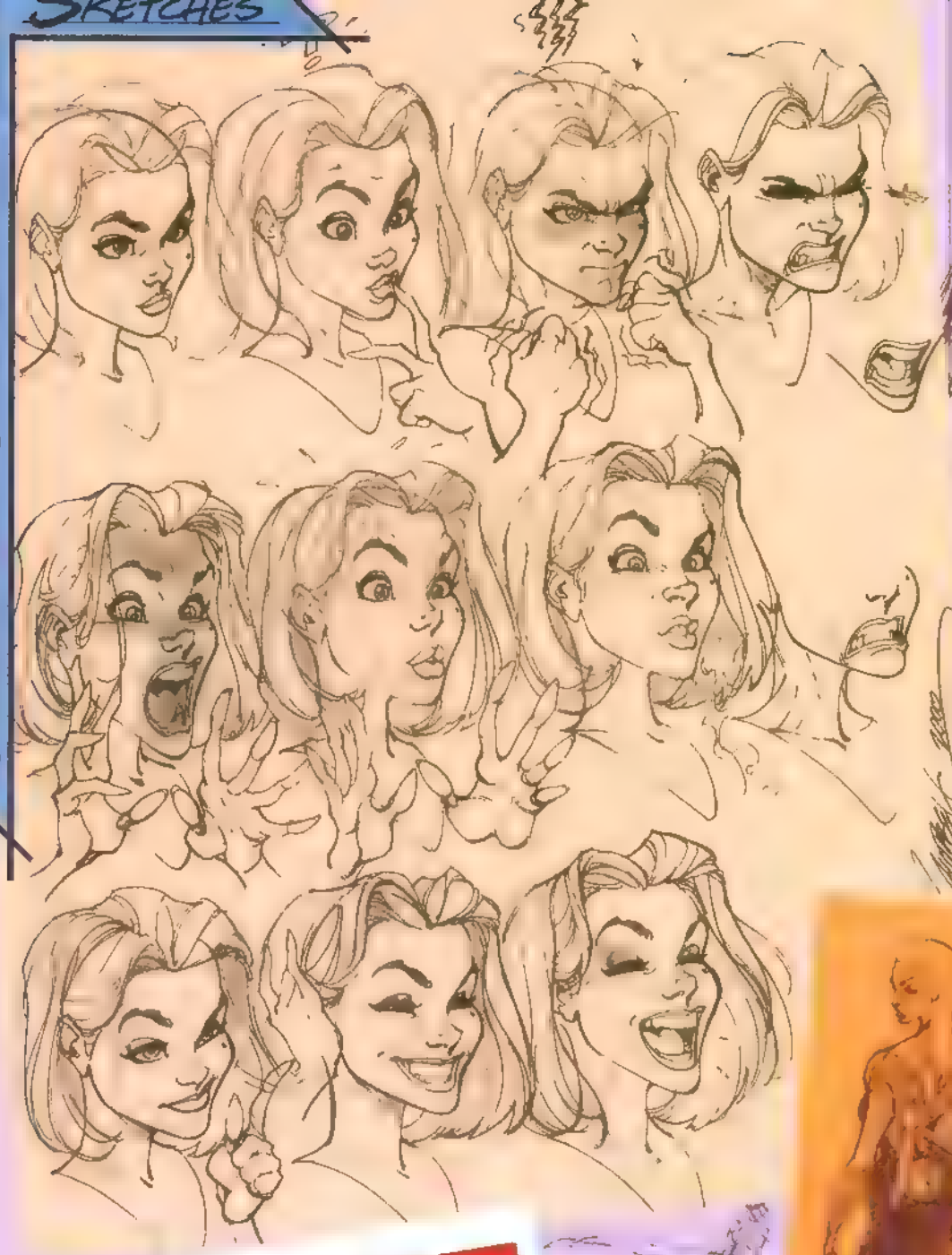
DANGER GIRL SKETCHBOOK

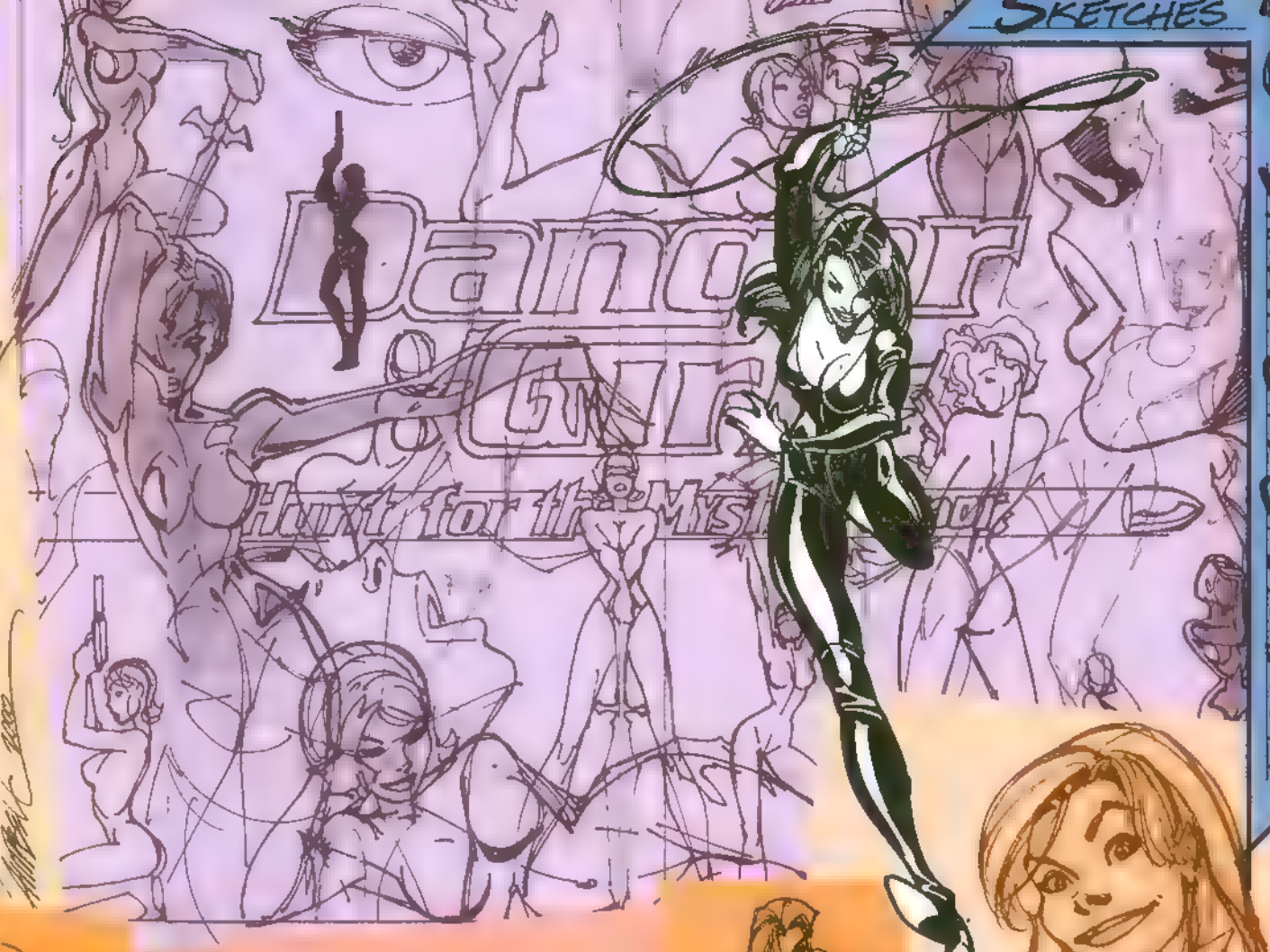
DANGER GIRL SKETCHBOOK

DANGER GIRL

AT RIGHT, A DRAWING OF THE PLAYFIELD FOR A PROPOSED DG PINBALL GAME.

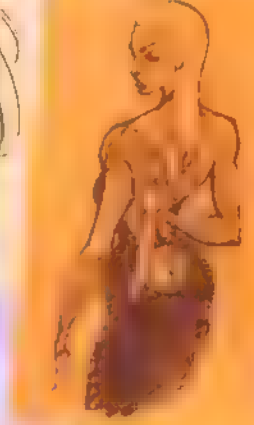
Sketches

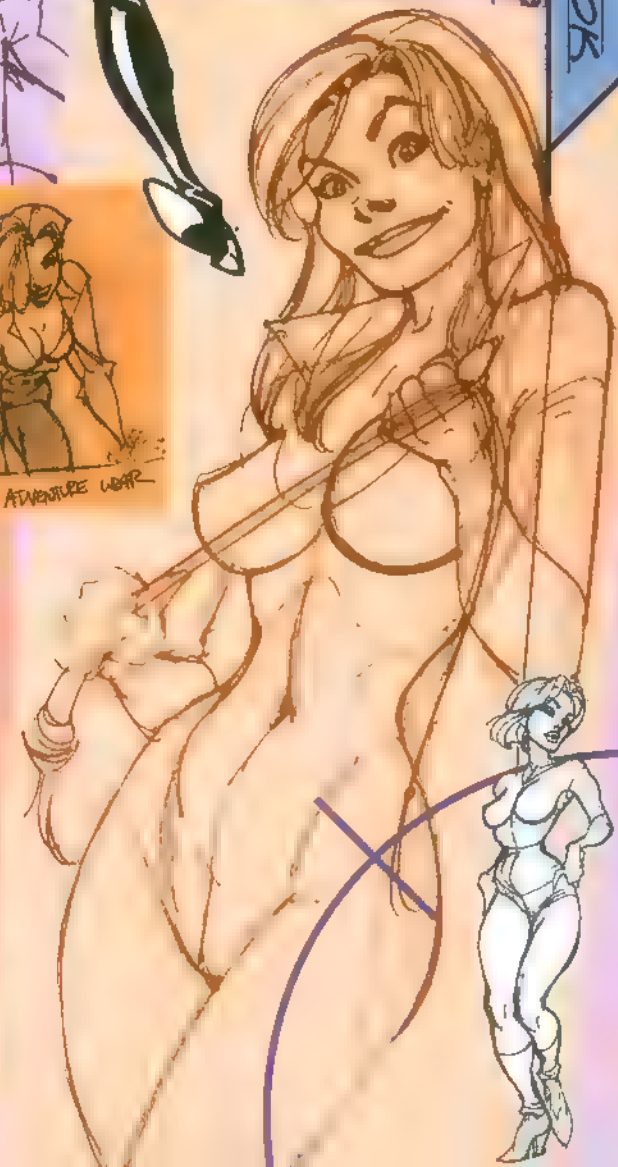




Danger Girl Sketchbook

Sketches



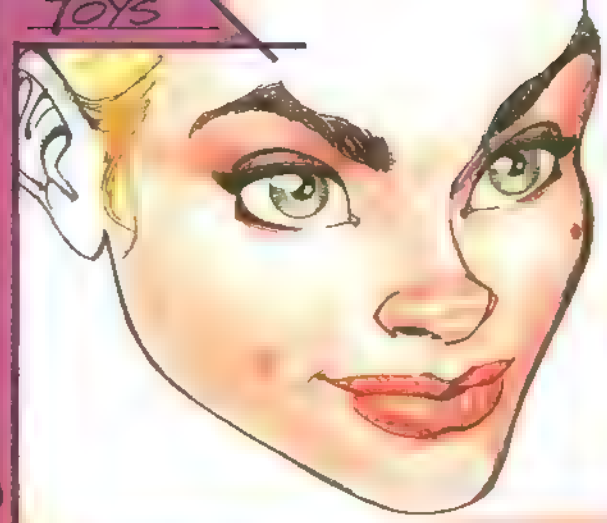


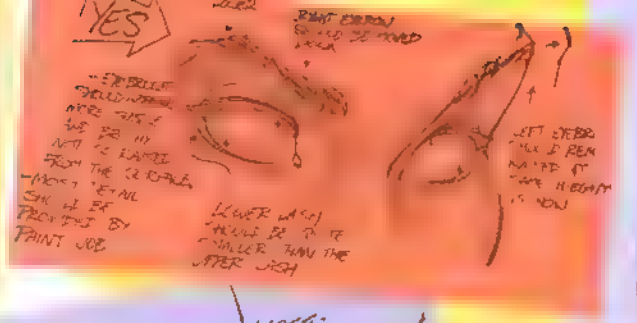
THIS SPREAD FEATURES DG DRAWINGS I DID IN A MORE "DISNEY-ESQUE", TOON-STYLE... FOR NO PARTICULAR REASON OTHER THAN TO EXPERIMENT AND HAVE FUN.

TOONS

DANGER GIRL SKETCHBOOK

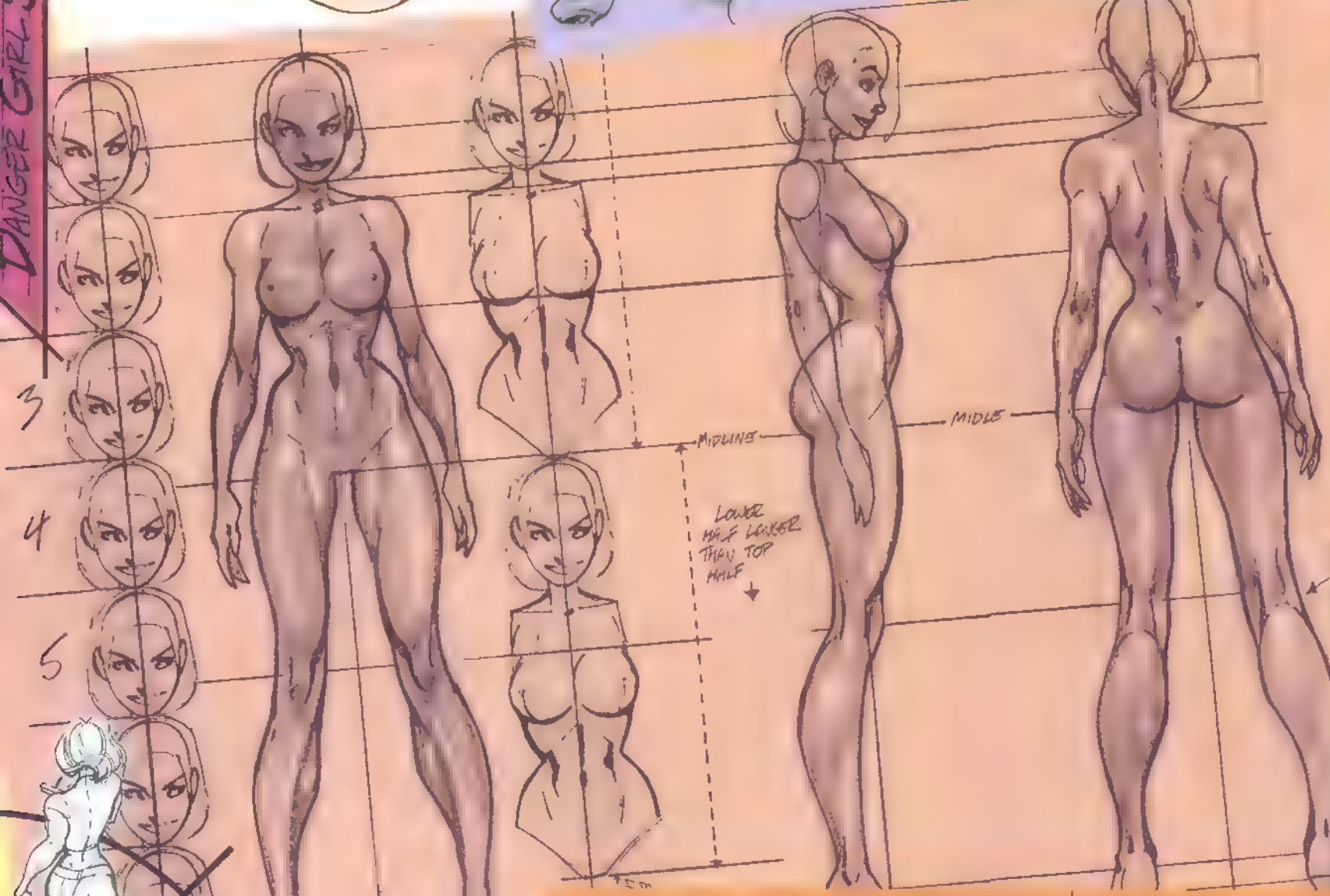
TOYS



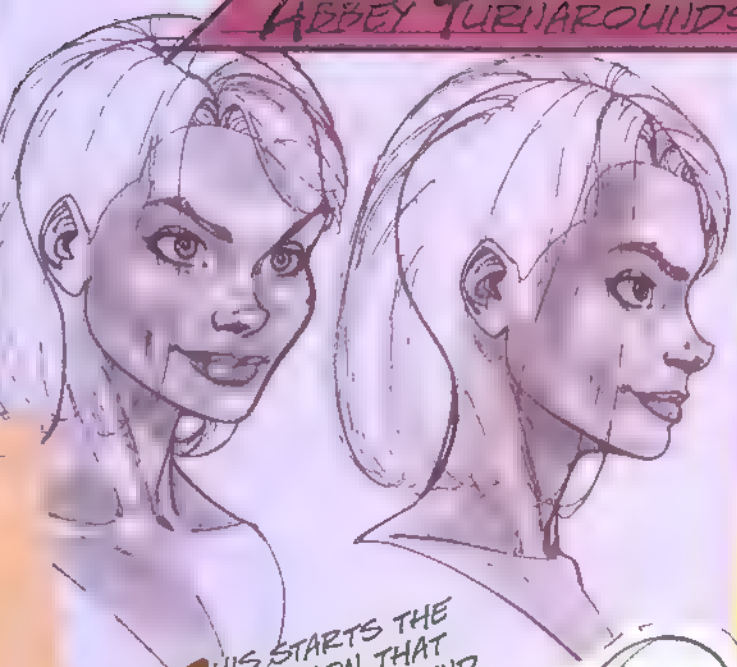


NOSE:

- NOSE SHOULD TERMINATE SLIGHTLY



ABBEY TURNAROUNDS



THIS STARTS THE SECTION THAT CENTERS AROUND THE DEVELOPMENT OF THE DANGER GIRL TOYS AND VIDEO GAME LICENSING MATERIALS. A KIND OF RULE BOOK OF DO'S AND DON'TS I CREATED IN AN EFFORT TO BETTER AND MORE ACCURATELY CONTROL THE 3-D DEPICTION OF THE DG'S.

TOYS

MORE CURVY

ABBEY BOOBS
THE "HANG LOOSE" LOOK

SLIGHT DROOP

SLIGHT DROOP

...WOULD BE MORE LIKE...

BOOBS SHOULD LOOK "SOFT + SQUISHY" NOT HARD LOOKING!

SIDNEY BOOBS
"THE PUSHED UP AND TOGETHER" LOOK

PUSHED UP!

PUSHED UP!

(17) SLIGHTLY RAISED EYE BROW N LEFT SIDE.

(18) YES COULD STAND BE A BIT SMALLER, LITTLE NARROWER, ...T SO WIDE-EYED AND RO...

(19) SLIMER UPPER LIP. MORE NARROW.

(20) CHEEK BONES A LITTLE TOO PRONOUNCED. SOFTE AND BLEND INTO FAC MORE.

SHOULD BE SMOOTHER LESS MUSCLE

SHOULDERS WIDEST WIDTH

RIBS SMALLER WIDTH

HIPS MIDDLE WIDTH

!!!

...IS ...RS"

FIGURE THEORY

FLAT FOOT

HIGH HEEL

FOREHEAD NEEDS TO COME OUT

NOSE TOO LONG AND BULBOUS AT THE TIP PLEASE NOTICE CORRECT NOSE DEFINITION

LIPS TOO NARROW AND SMALL THEY NEED COLLAGEN INJECTIONS

CHIN AND BOTTOM LIP JUST OUT FORWARD TOO MUCH

YES!!!

HOUR GLASS FIGURE

MORE CURVY

CAMPBELL'S "DANGER GIRLS"

DANGER GIRL SKETCHBOOK

DANGER GIRL SKETCHBOOK

BODY REVISIONS

HAIR SHOULD FLOP FORWARD MORE

SHIRT + PANTS SHOULD BE MORE "SKIN TIGHT" TO BODY - LESS OF A LIP TO SHIRT.

ARM STRAIGHT

RIB CAGE COULD BE THINNER.

BUTT SHOULD BE A BIT FULLER WITH MORE SHAPE --

THERE SHOULD BE A BIT OF A "BUTT SHELF" THAT SITS ON LEG.

BUTT SHELF

STRAIGHT LANKED LEG

BENT LEG

STRAIGHT LANKED LEG

BENT LEG

SYDNEY

THE HAIR NOW APPEARS TO SPROUT FROM TOO HIGH UP ON THE HEAD.

THERE IS NO PARTING - "SHARK" POINT ON THE HEAD WHERE THE LOCKS START TO END!

SMALLER BANG LOOPS

SMALLER FORE HEAD

NOTE - BANGS SHOULD CLEARLY START LOWER ON HEAD.

SIMILAR TO ABBEY'S HAIR PROBLEM, SYDNEY'S HAIR APPEAR TO BE VERY PATTERNED, TOO MANY SIMILAR

AN EASY WAY TO THINK OF SYDNEY'S HAIR IS IN 3 PARTS...

THE GREEN PART IS THE BIGGEST AND STARTS AT THE MIDDLE TOP PORTION OF HEAD AND FALLS BACK

THE BLUE PART BLENDS THE FRONT BACK THE SIDE

AND FINALLY THE RED FOR THE BANGS BEGIN AT THE FOREHEAD HAIRLINE AND IS THE ONLY PART THAT FALLS FORWARD.

ADD TIKI FACE MASK SHIELD IF POSSIBLE

TIP ROCK

TIP ROCK FACE TO SIDE TOO TO ADD MORE BONES LOOK AND MORE CRACKS AND BROKEN LIMBS MORE VINES !!! (JUNGLE USE)

I LIKE THE PLANTS BUT WOULD PREFER TO SEE MORE VARIETY

DIFFERENT LOOKING PLANTS

EXOTIC FLOWER

SMALL HEAD OR SKULL

MORE DETAIL

THINNER

ABBEY CHASE (JUNGLE) BASE

BAMBOO SHOOTS

EXOTIC PLANTS (LARGE)

LOTS OF DIFFERENT VINES

EXOTIC PLANTS OR BRANCH

SNAKE

BONE FEATHERS

TARANTULA OR FROG

FLAT SECTION WITH BIG LOGO AND SLIGHTLY BIGGER ABBEY CHASE LOGO

SYDNEY SAVAGE (AUSTRALIA) BASE

KOALA

LOTS OF DIFFERENT VINES

EXOTIC PLANTS OR BRANCH

SKULL

SNAKE

WOODEN PLANK WITH BIG LOGO AND SLIGHTLY SMALLER SYDNEY LOGO

SKULL OR BONES

CRACKED WOOD PLANK

BOOBS SLOPE

THIN CHEST CAVITY

STRAIGHT LEG

BENT LEG

RIGHT EYEBROW SLIGHTLY HIGHER THAN THE LEFT

SMILE TO THE LEFT SLIGHTLY

DANGER GIRL SKETCHBOOK

MAJOR MAXIM

MAXIM'S FLAG EAGLE ORNAMENT

LONG

LEAN

SHINY

NAZI-ESQUE GOLD EAGLE AND DRESSING ROD

ROPE TASSELS

TWO ROPE BEHIND

MAJOR MAXIM

CASTLE-LIKE WOOD SCROLLWORK BASE

LOGO

MAJOR MAXIM

BOTTOM

TOP

MAXIM'S BACKPACK

NATALIA

LONGER HANDS AND FINGERS

GLOVES AND STRAPS SHOULD BE TIGHTER, MORE DEFINED

THINNER NECK

LONG DEFINED

TIP HEAD DOWN MORE

NATALIA IS THE LEANEST DANGER GIRL

HAIR FLOPPED OVER OPPOSITE SIDE THEN ABBEY'S

NATALIA IS THE MOST PHYSICALLY FIT OF THE DANGER GIRLS WITH A BIT MORE MUSCLE DEFINITION

POE LASTS

BIG BELT

BAGGY PANTS WITH LOTS OF FOLDS AND WRINKLES

LACED BOOTS FROM TRAVIS COVER

NATALIA

(RUS

JAGGED B

SHEETS

ICE - SI

YES!

NATALI

FEATURE

NARROW

NOTICE

Danger Girl Sketchbook

Abbey Statue

NOTE CENTER DEFINITION LINE.

DO NOT GIVE HER 6-PACK WASHBOARD ABS!!!

ANKLE SHOULD TWIST SO FOOT CAN BE FLAT. GIVE EXTRA ATTENTION TO BOOT WRINKLING DETAIL. (SEE DG#5 PAGE #8)

FOOT SHOULD BE PLANTED FLAT

ABBEY CHASE

NANCY

HEAD IS TOO LONG AND THIN TOO PRETTY NEED MORE REF ACCURACY

A BIT TOO PRETTY

HEAD'S TO LARGE

LEGS COULD USE SOME LENGTHENING.

BE ABLE SHOULDN'T BE LARGER THEN HIPS

TILT HEAD FROM THREE

ARM BACK A TWIST BODY MORE

FULL WAY BACK

NEEDS TO BE MORE DYNAMIC

DEFINE BACK MORE MUSCLED AWESOME

(7) LKS NOW EAR TUMBLED D TO ROUNDED.

THEY SHOULD APPEAR MORE JAGGED AND SHARP DANGEROUS!

(12) GUN STILL NEEDS WORK. BARREL NEEDS TO BE LONGER (SEE REF INCLUDED)

(11) BOOBS SHOULD START A BIT LOWER DOWN ON CHEST. ALSO A BIT SMALLER IN SIZE!

(10) TIGHTER WRINKLING. THE FOLDS SHOULDN'T BE SO BIG AND FAT!

(13) FOOT SHOULD BE CLEARLY PLANTED ON TOP OF STATUE!

(14) TIKI MASK

(1) -JAGGED ROCKS!

(15) MORE VINES, LEAFS AND GREEN FOLIAGE!

(16) TARANTULA

BAG IS WRINKLED AND WEATHERED

OVERALL, SKULL SHOULD BE MORE JAGGED + MORE ANGULAR

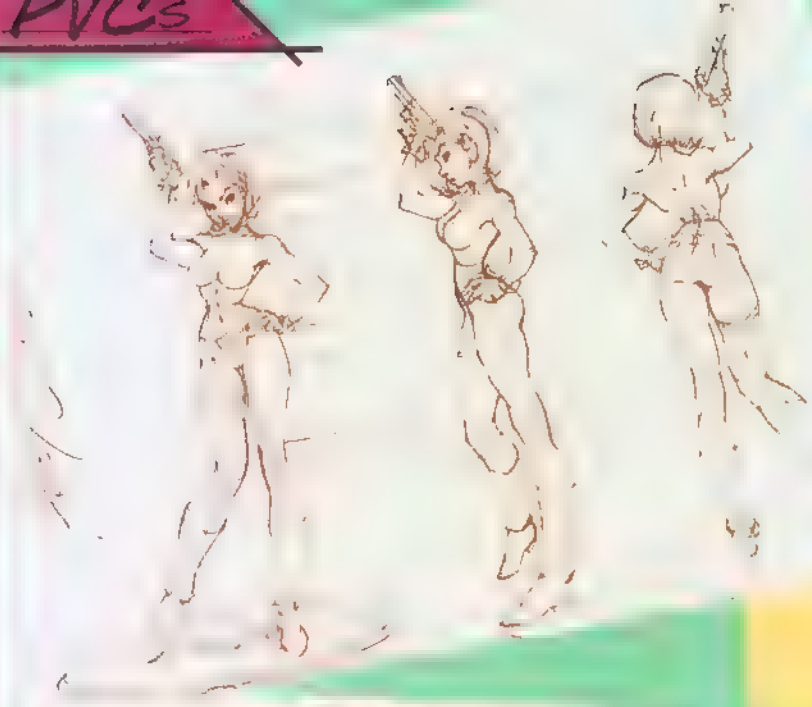
SKULLS EYES ARE BIGGER, AND CLOSER TOGETHER NOSE CAVITY IS ALSO BIGGER AND FURTHER UP ↑.

NOTE CAVITY BETWEEN TEETH + BACK OF JAW BONE

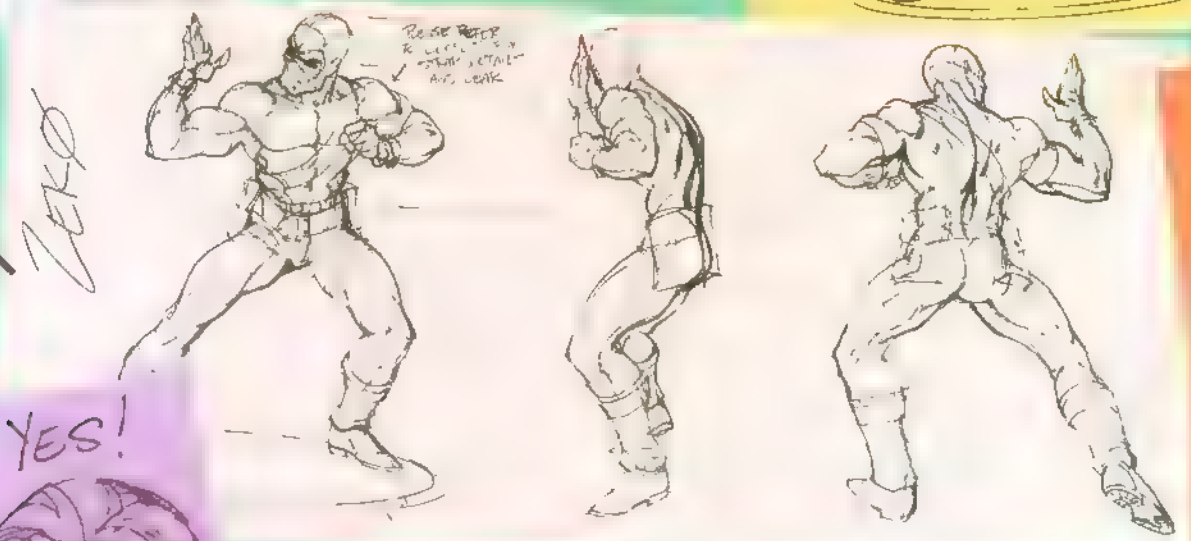
EXOTIC FLOWERS

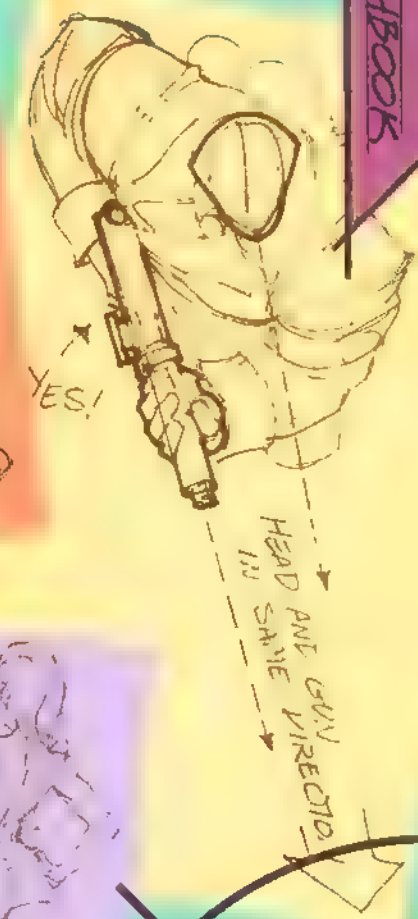
Danger Girl

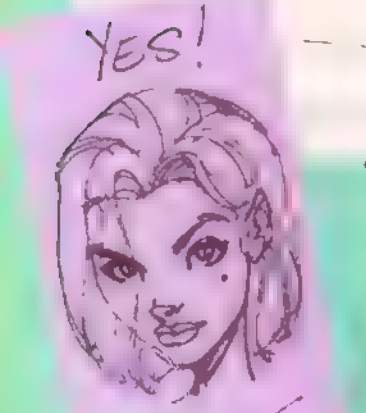
Abbey Chase

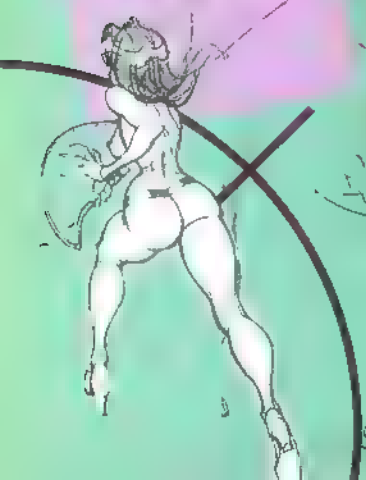


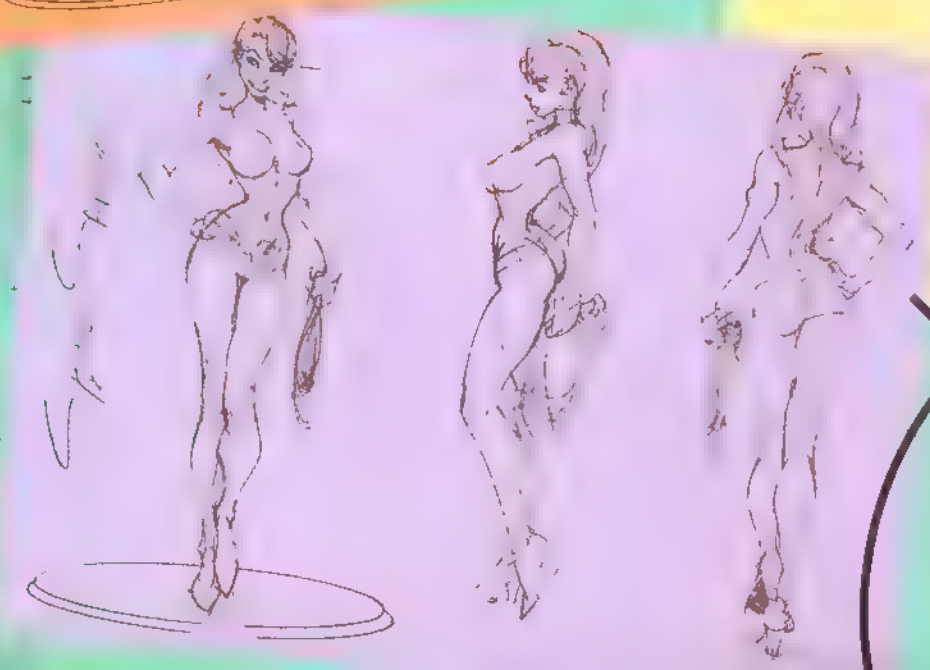
DANGER GIRL SKETCHBOOK
PVCs











VIDEO GAME

WHILE WORKING ON THE DG VIDEO GAME, WE HAD TO DESIGN A NEW CHARACTER THAT COULD FILL IN AS 3RD DG GIRL, SINCE IN THE COMIC BOOK, NATALIA WAS NOW A BAD GAL. ON THIS SPREAD YOU'LL SEE THE DEVELOPEMENT OF DG MECHANIC AND OCCASIONAL ADVENTURER J.C., AS WELL AS A DIVERSE GROUP OF OTHER POTENTIAL FEMALE REPLACEMENTS.

GYMNAST

JADE KELLY

SKID
TOOL
ADLE
SPARK
BREAK
V-8
FULL-THROTTLE
CAM

NEW CHARACTER DEVELOPMENT

DARK RICH EYELASHES AND THICK DENISE RICHARDS-ISH EYEBROWS

- ROUNDER, YASMINE BLEETH-ISH FACE WITH FULLER AND DIMPLES

- NEW ABBEY CHASE SKI JUMP NOSE
- STRAIGHTER WITH SLIGHT BUMP
FULLER LIPS

ALT

VIDEO GAME...

THE DRAWINGS ON THIS PAGE ARE DEVELOPMENT ILLUSTRATIONS FOR AN "**ARABIAN NIGHTS**" TYPE THEME THAT WAS SUPPOSED TO HAVE BEEN AN ENTIRE LEVEL OF THE DG VIDEO GAME. UNFORTUNATELY THAT PORTION OF THE GAME NEVER MATERIALIZED, BUT THESE DRAWINGS HOPEFULLY GIVE YOU A GOOD IDEA OF WHAT AN "**ABBEY OF ARABIA**" ADVENTURE MIGHT SOMEDAY LOOK LIKE.

ARABIAN LEVEL

ASIAN LEVEL

"BLACK WIDOW NINJETTES"

HAMMER SYMBOL IN RED ON BACKS

MORE DRAWINGS DONE FOR AN "ASIAN ADVENTURE" THEMED LEVEL OF THE DG VIDEO GAME THAT NEVER CAME TOGETHER, INCLUDING ASSASSIN X'S TEAM OF BEAUTIES, THE NINJETTES. NOTICE THE DRAGON LADY ASSASSIN THAT WILL INSTEAD MAKE HER DEBUT IN A FUTURE DG EPISODE.

THESE NEXT FEW PAGES YOU'LL SEE THE STORYBOARDS I CREATED FOR THE OPENING OF THE DG VIDEO GAME, SHOWN IN THEIR ENTIRETY. THE IDEA WAS TO GIVE THIS SEQUENCE THE FEEL OF AN '80S STYLE AFTERNOON CARTOON SHOW, ALA THUNDERCATS OR G.I. JOE!

STORYBOARDS

DANGER GIRL SKETCHBOOK

DANGER GIRL SKETCHBOOK

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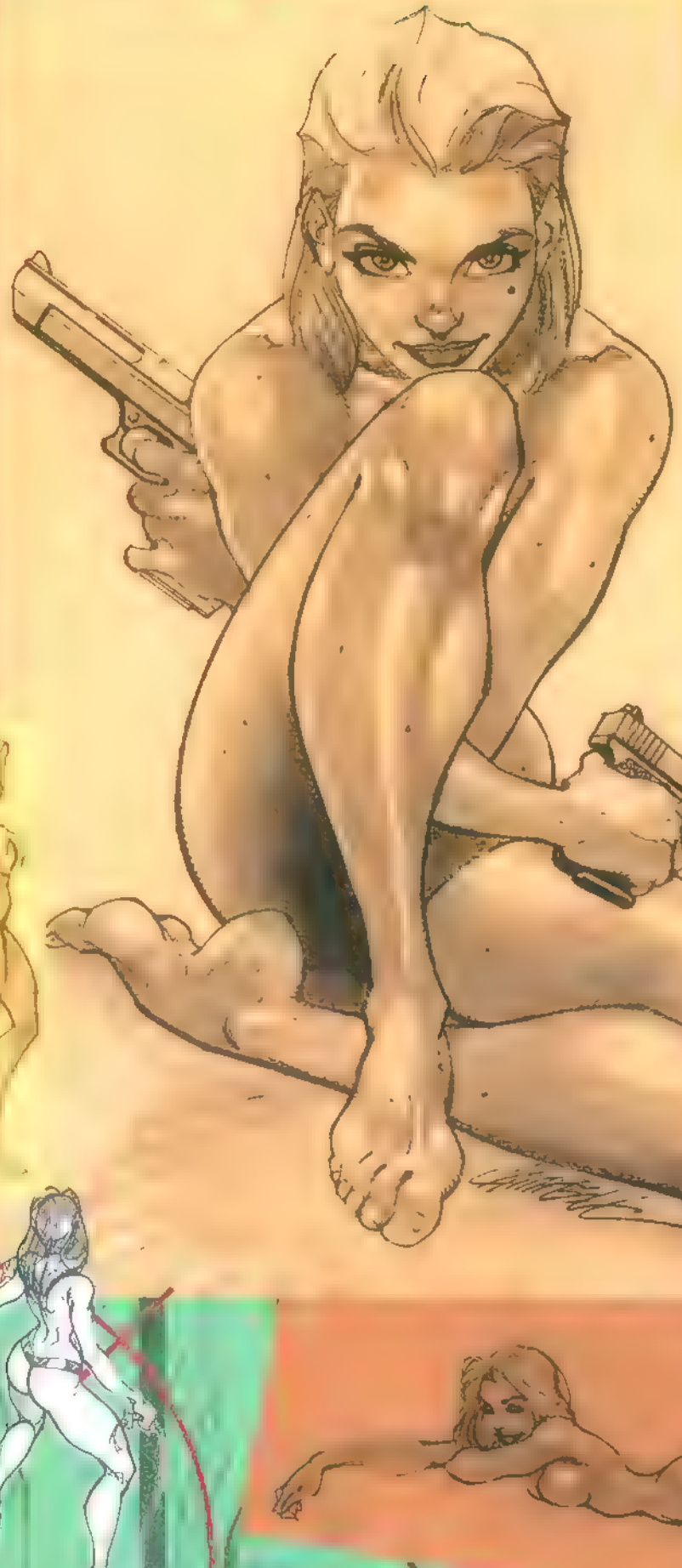
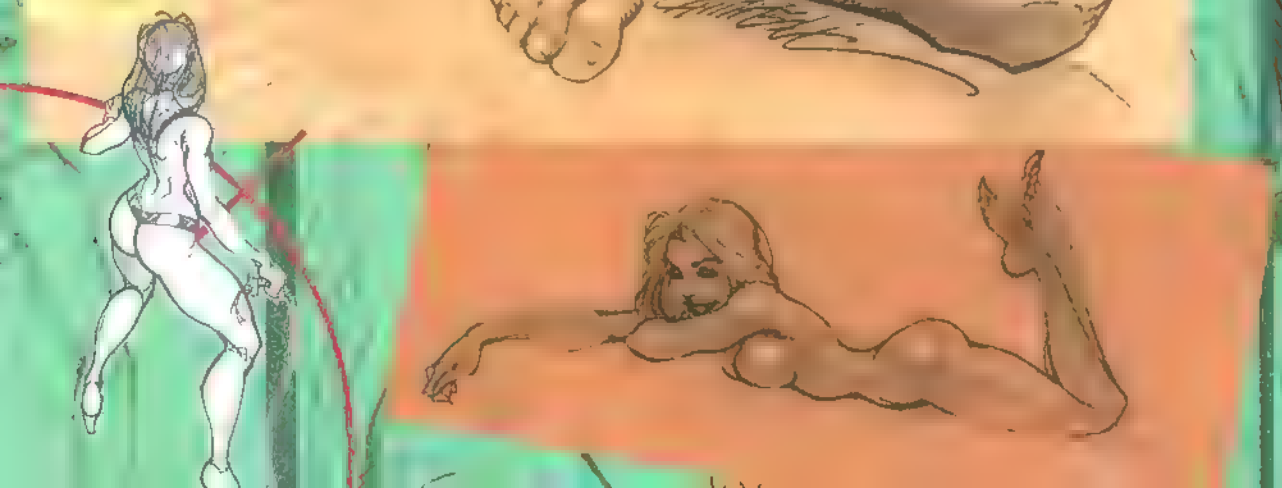
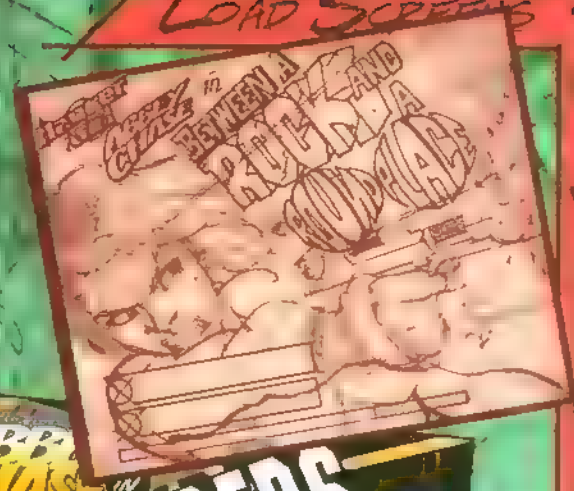




IN THIS SECTION YOU'LL GET TO SEE ALL OF THE DIFFERENT LOAD SCREEN ART I CREATED JUST FOR THE VIDEO GAME, ALONG WITH MANY OF THE ORIGINAL CONCEPT DRAWINGS AND ALTERNATE LEVEL TITLES.



Danger Girl JC IN RIGGED TO BLOW!

AN EXPLOSIVE GUNFIGHTER

CURVES AHEAD

MISSION OBJECTIVES:

Danger Girl ABBEY CHASE IN DANGEROUS DISCOVERY

Danger Girl ABBEY CHASE IN COLD HARD NIPPLES

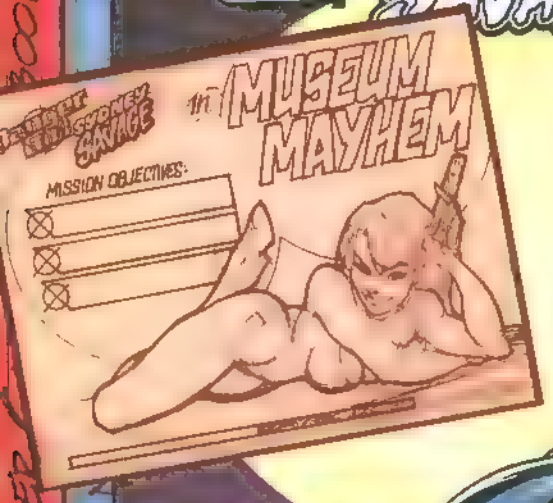
MISSION OBJECTIVES:

Danger Girl SYDNEY SAVAGE IN CAUTION: CURVES AHEAD

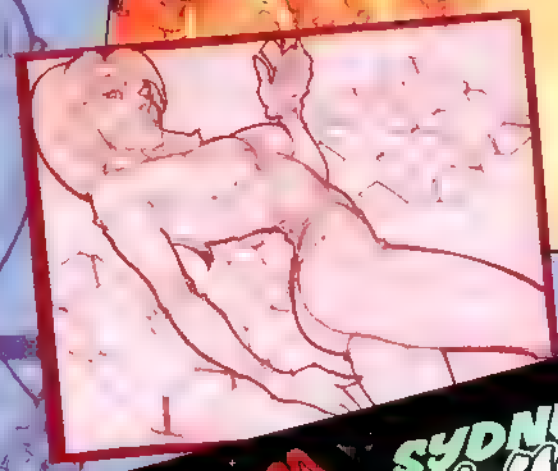
Danger Girl JC IN FROZEN ASSETS

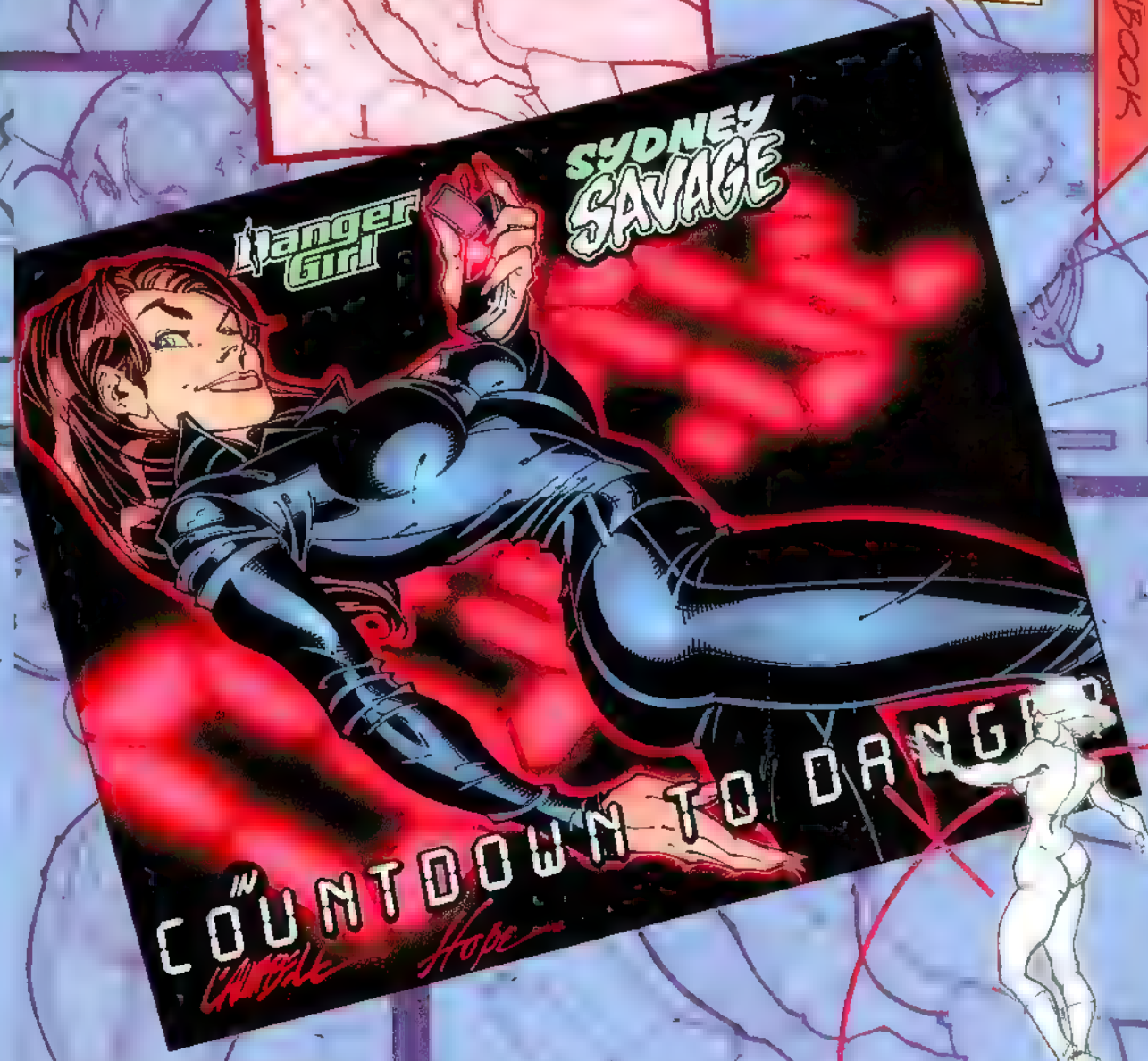
INKS RICHARD FRIEND · COLORS JUSTIN PONSOR

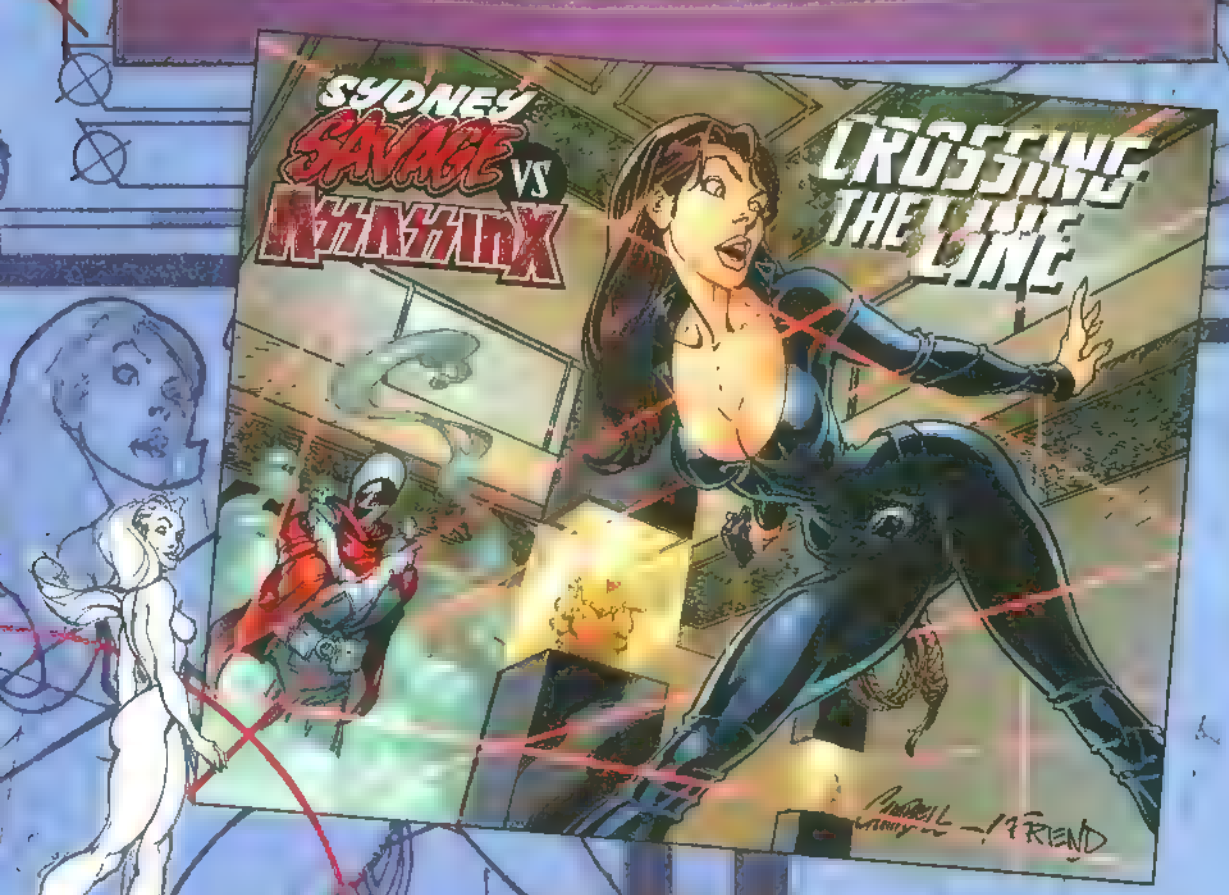
Danger Girl SYDNEY SAVAGE IN MUSEUM MAYHEM



Danger Girl JC IN BUSTIN' OUT!







INKS RICHARD FRIEND · COLORS JUSTIN PONSOR

INKS SANDRA HOPE · COLORS ALEX SINCLAIR

DANGER GIRL SKETCHBOOK

Ranger Girl

ABBEY CHASE IN

CATFIGHT TO THE FINISH!

JC VS MAJOR MAXIM

MAXIMUM FIREPOWER!

INKS RICHARD FRIEND COLORS JUSTIN PONSOR

INKS SANDRA HOPE
COLORS ALEX SINCLAIR

Deuce, Val, on HOLIDAY! See you Soon! XOXO Abbey, Sydney & J.C.

GREETINGS from The CARIBBEAN!

VIDEO GAME

INKS SANDRA HOPE · COLORS JUSTIN PONSOR

COVER AND STANDEE

MORE ART FOR THE VIDEO GAME INCLUDING THE COVER AND ADVERTISING ILLUSTRATIONS.

HEAD SHOT
COLORS
ALEX SINCLAIR

INKS SANDRA HOPE
COLORS SINCLAIR AND MAJOR

DANGER GIRL SKETCHBOOK

COLOR GALLERY

DANGER GIRL SKETCHBOOK

By the end of 2000, we had already produced the 7" McFarlane action figures and DC Direct's pics. So when the opportunity to do fully 12" figures presented itself, I didn't want to do the same three Danger Girls in their same three outfits yet again. Instead, I decided to re-imagine the trio in brand new outfits in the hopes of exciting fans with fresh renditions of their comic book hotties, while at the same time keeping my creative energy for the project high!

COLORS
MATT MILLA

12 INCH FIGURES

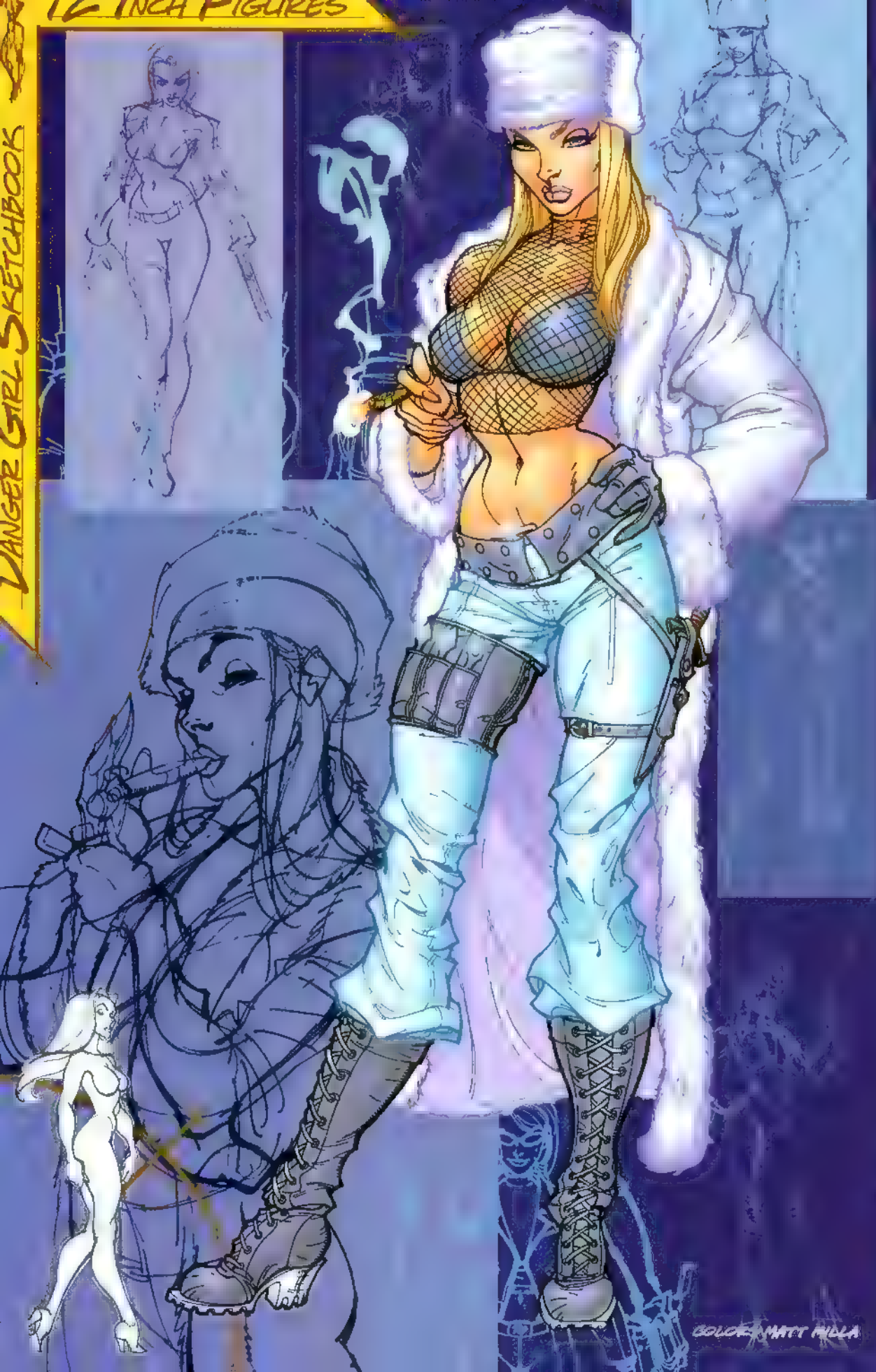
DANGER GIRL SKETCHBOOK

12 INCH FIGURES

DANGER GIRL SKETCHBOOK

COMIC BOX

DANGER GIRL SKETCHBOOK



COLOR: MATT HOLLA

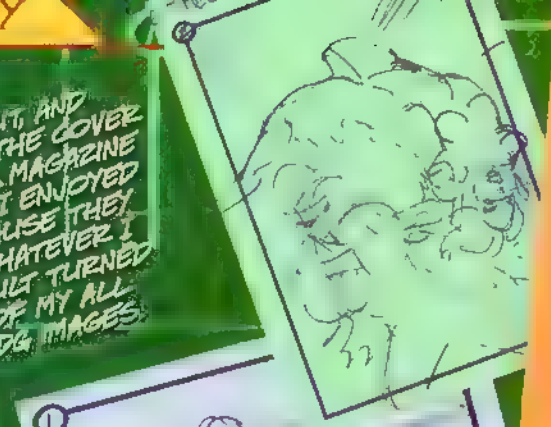
INKS: SANDRA HOPE | COLORS: JUSTIN POLIQUIN

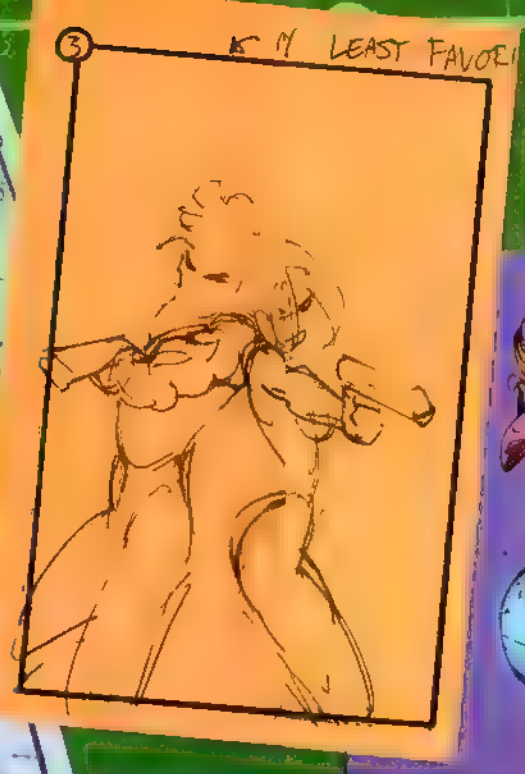
DANGER GIRL SKETCHBOOK

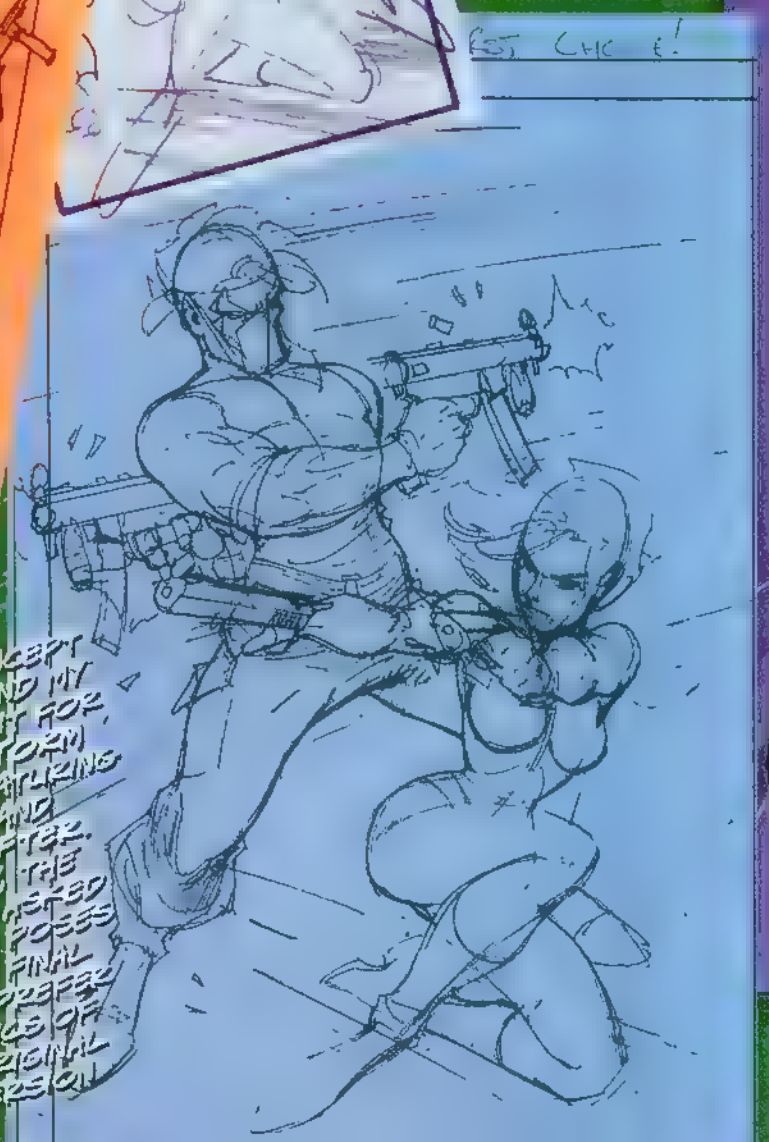
MY ALTERNATE COVERS FOR THE DANGER GIRL KAMIKAZE! SPECIALS ARE NOW ONLY TO BE SEEN HERE!

DANGER GIRL SKETCHBOOK

ON THE PREVIOUS PAGE AND BELOW ARE THE THUMBNAIL, LAYOUT, AND FINAL COLORED ART FOR THE COVER OF A FRENCH COMIC BOOK MAGAZINE CALLED THE COMIC BOX. I ENJOYED WORKING WITH THEM BECAUSE THEY ALLOWED ME TO DRAW WHATEVER I WANTED AND THE RESULT TURNED OUT TO BE ONE OF MY ALL TIME FAVORITE DG IMAGES.

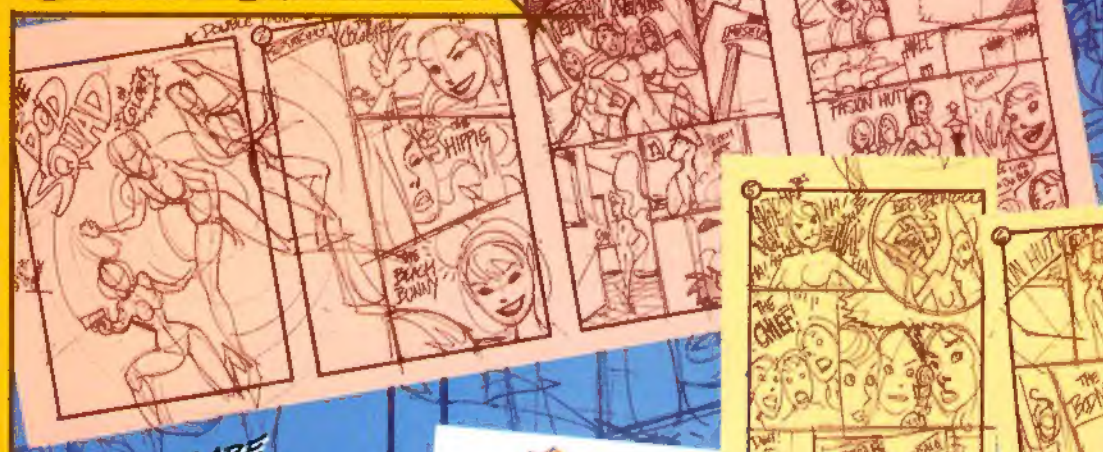




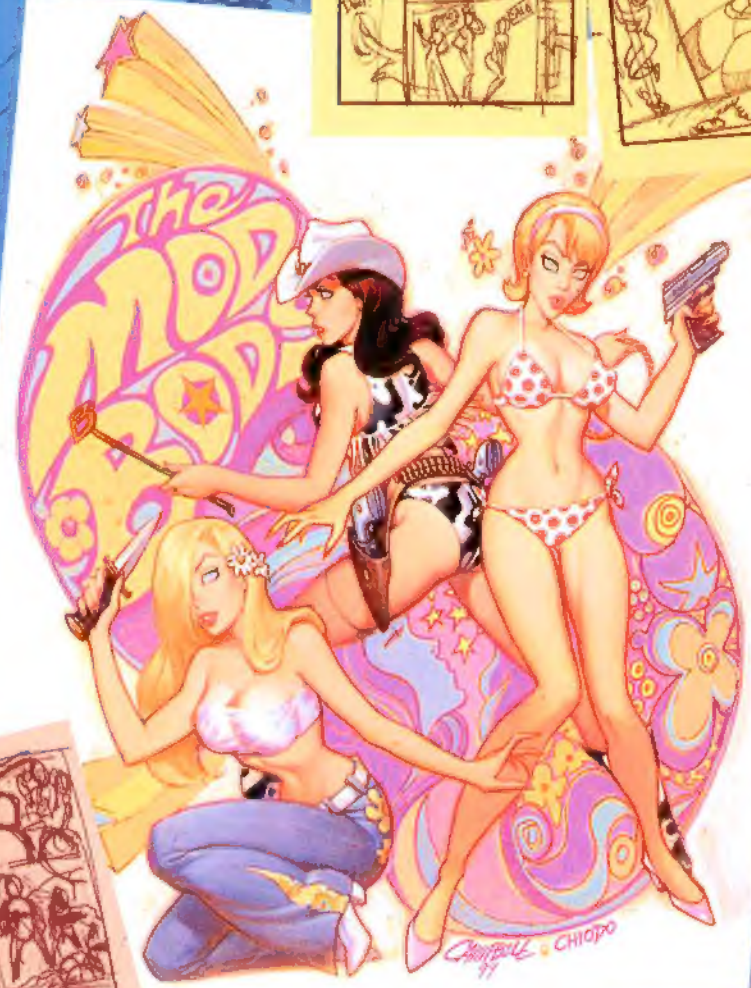


A VARIETY OF CONCEPT SKETCHES AND MY INITIAL LAYOUT FOR WIZARD'S WILDSTORM SPECIAL COVER FEATURING ABBEY CHASE AND WILDC.A.T.S' GRIFTER. UNFORTUNATELY, THE WIZARD EDITORS ASKED TO CHANGE BOTH POSES A BIT FOR THE FINAL COVER. I STILL PREFER THE DYNAMICS OF THE ORIGINAL VERSION.

INKS ALEX GARNER · COLORS GUY MAJOR



THESE ARE THE ORIGINAL THUMBNAIL LAYOUTS I DREW FOR THE DG SPECIAL STORY "THE MOD BODS." ALSO ON THIS PAGE IS MY COLLABORATION WITH THE ULTRA-TALENTED JOE CHIODO. I PROVIDED JOE WITH A PENCILED DRAWING AS A BASIS FOR HIM TO PAINT THE OUTRAGEOUSLY AWESOME DG SPECIAL COVER ON THE FACING PAGE. THE FACING PAGE ARE MY ORIGINAL PENCILS, INKED BY SANDRA HOPE, AND COLORED USING THE SAME COLOR PALETTE.



PAINTING JOE CHIODO

INKS SANDRA HOPE · COLORS JUSTIN PONSOR (AFTER CHIODO)

HIP FLASK

INKS TIM TOWNSEND · COLORS GUY MAJOR

AND FINALLY, MY COLLABORATION OF ABBEY CHASE WITH RICHARD STARKINGS' HIP FLASK!

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